

## Joon-Suk Lee

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### Research Interests

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Human Computer Interaction (HCI), Interaction Design, Computer Supported Cooperative Work (CSCW), Computer Supported Collaborative Learning (CSCL), Computer-Mediated Communication (CMC), Conversational Analysis, Discourse Analysis

### Research Projects

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**Interactions on Social Media:** Currently designing a series of research works to explore user interactions on social media.

**status:** on-going

**Micro-Coordination Phase II:** Currently designing a series of research works that extend the original dissertation work.

**status:** on-going

**Couple Arguing & Attention Study:** Assisted in planning and designing two controlled experiments. Currently involved in analyzing the collected data.

**status:** completed

**Sensor Driven Mobile Application Development Study:** Currently investigating students' sensor driven application development processes.

**status:** completed

**Micro-Coordination (dissertation work):** Designed and implemented Tuple Space-based applications to investigate micro-coordination among co-located people. Conducted two controlled experimental studies with over 400 participants using Tuple-Space-based applications. This work was supported by NSF Grant. IIS-1018607 HCC-Small.

**status:** completed.

**Playground Game:** Conducted an observational study at a local middle school investigating how students coordinate behaviors in a game-club context.

**status:** completed.

**Vivid Embodiment (Placemark & ThoughtSwap):** Assisted in developing software, running tests, and conducting a multi-institutional study of collaborative writing tools.

**status:** completed

## Education

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May 2013

**Ph.D. in Computer Science** Virginia Tech, Blacksburg, VA  
Specialization: Human Computer Interaction / Computer Supported Collaborative Work / Computer Supported Collaborative Learning  
Advisor: Deborah Tatar  
Committee: Aditya Johri, Manuel Perez, Scott McCrickard, Steve Harrison

May 1998

**Master of Science in Computer Science** Brown University, Providence, RI  
Specialization: Object-Oriented Databases and Query Optimization  
Advisor: Stan Zdonik

**Research Project:**

Developed an original version of the "COKO Compiler" for Sparcstations (Solaris) using Yacc and Lex, together with C++ and Prolog.

May 1995

**Bachelor of Science in Computer Science** Pace University, New York, NY  
Magna Cum Laude

## Employment - university

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Fall 2013 ~

**Virginia State University, Department of Mathematics and Computer Science** Petersburg, VA  
Associate Professor (*tenure granted 2018*)

Spring 2011 - Spring 2013

**Virginia Tech, Computer Science Department** Blacksburg, VA  
Research Assistant

Micro-Coordination Project  
Supervisor: Deborah Tatar

Fall 2008 - Fall 2010

**Virginia Tech, Computer Science Department** Blacksburg, VA  
Teaching Assistant

Summer 2008

**Virginia Tech, Computer Science Department** Blacksburg, VA  
Research Assistant

Vivid Embodiment Project  
Supervisor: Deborah Tatar

- \* Developed shared writing tool for use in outdoor environments.
- \* Developed an application deployment manager in Java. ([http://poet.cs.vt.edu/tuple\\_games/](http://poet.cs.vt.edu/tuple_games/))
- \* Developed Windows/Mac native installable Tuple applications. ([http://poet.cs.vt.edu/tuple\\_games/](http://poet.cs.vt.edu/tuple_games/))

Spring 2008

**Virginia Tech, Mechanical Engineering Department** Blacksburg, VA  
Research Assistant

VTPL Project  
Supervisor: John Ferris

- \* Supported Vehicle Terrain Performance Laboratory (VTPL) to establish an enhanced data acquisition work process by evaluating existing process and providing automated work process solutions.
- \* Provided an improved data analysis solution to VTPL by developing C modules that replaced time consuming MATLAB codes.
- \* Developed MATLAB process manager that could handle multiple MATLAB processes dynamically in parallel.

1997

**Brown University, Computer Science Department** *Providence, RI*  
Research Assistant

Developed a query optimization language compiler for object-oriented databases. Implementation involved construction of a compiler and an execution engine for the query optimization language. The work also included integration of Prolog and C++. (<http://www.cs.brandeis.edu/~cokokola>)

## Employment - professional

May 2010 - August 2010

**Research, Google** *Mountain View, CA*  
Research Intern

Conducted a field study with 11 participants. The study involved interviewing 11 participants twice a week for 8 weeks at participants' homes or workplaces, and analyzing the interview data. This work is published as a full paper at DIS 2012.

June 2004 - May 2006

**New Business Planning Department, SeoWon Technology** *Seoul, Korea*  
Technical Advisor / General Manager

Managed an application development team to develop short-range wireless (Bluetooth) network applications.

Managed a software library development team to develop HSMS/GEM networking libraries for LCD industry.

Managed several hardware development projects including a mechanical cable cutting system and a pipe-jointing machine. The product development team consisted of 2 PLC engineers, 5 hardware engineers and 3 software engineers.

April 2002 - June 2004

**Telecommunication R&D Center, SK C&C** *Seoul, Korea*  
Research Engineer / Software Specialist

Designed and developed database system for global positioning system (GPS). Oracle and a memory database were used to develop the system. The final product is commercially available at SK Telecom, Korea (Platform - UNIX System)

Research work on various networking protocols including ITCP, WTCP, SNOOP, SOCKS, TTCP, SACK, IPSEC, IP Relay and ECN. The work involved preliminary implementation of protocols and field testing for mobile use. (Platform - Linux System)

Developed two commercial wireless network accelerator products based on wireless TCP research work. This involved considerable managerial as well as engineering work for commercializing the products. The final products are now used in SK Telecom network. (Platform - Linux System)

August 1998 - April 2002

**R&D Center, EO Technics Co., Ltd.** *Seoul, Korea*  
System and Network Programmer

Worked as a liaison between EO Technics and American customers.

Designed and developed laser marker controlling software. The final products were installed in various semi-conductor producing companies including Samsung, Hynix, Amkor, Texas Instruments, AMD, Cypress, ASE, Lucent Technologies, National Semiconductor, and Toshiba. (Platform - Windows 2000/XP System)

Designed and developed remote control laser marking software. The final product was exhibited at the Semi-Singapore 1999. (Platform - Windows 2000/XP System)

Designed and developed factory automation processing units using SECS/HSMS/GEM. (Platform - Windows 2000/XP System)

Implemented SEMI SECS/HSMS/GEM standards. (Platform - Windows 2000/XP System)

Designed and developed a product inventory system. The final product was used internally for two years at EO Technics. (Platform - Windows 2000/XP System)

## Teaching

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### Fall 2021

CSCI 494: Senior Project II  
CSCI 600: Thesis I (graduate level)  
CSCI 601: Thesis II (graduate level)  
CSCI 605: Master Project (graduate level)

### Spring 2021

CSCI 400: Computer Science Seminar  
CSCI 493: Senior Project I  
CSCI 610: Graduate Seminar I (graduate level)  
CSCI 611: Graduate Seminar II (graduate level)  
CSCI 605: Master Project (graduate level)

### Fall 2020

CSCI 400: Computer Science Seminar  
CSCI 494: Senior Project II  
CSCI 610: Graduate Seminar I (graduate level)  
CSCI 611: Graduate Seminar II (graduate level)  
CSCI 687: Advanced Software Development (graduate level)  
CSCI 605: Thesis II (graduate level)

### Spring 2020

CSCI 400: Senior Seminar  
CSCI 493: Senior Project I  
CSCI 610: Graduate Seminar I (graduate level)  
CSCI 611: Graduate Seminar II (graduate level)  
CSCI 605: Master Project (graduate level)

### Fall 2019

CSCI 400: Senior Seminar  
CSCI 610: Graduate Seminar I (graduate level)  
CSCI 611: Graduate Seminar II (graduate level)  
CSCI 640: Special Topics in Computer Science - Research Methods in HCI (graduate level)  
CSCI 605: Master Project (graduate level)

### Spring 2019

CSCI 250/251: Introduction to Programming in Java II with Lab  
CSCI 400: Senior Seminar  
CSCI 610: Graduate Seminar I (graduate level)  
CSCI 611: Graduate Seminar II (graduate level)  
CSCI 605: Master Project (graduate level)

### Fall 2018

CSCI 400: Senior Seminar  
CSCI 610: Graduate Seminar I (graduate level)  
CSCI 611: Graduate Seminar II (graduate level)

CSCI 640: Special Topics in Computer Science - Research Methods in HCI (graduate level)  
CSCI 601: Thesis II

#### Spring 2018

CSCI 389: Human Computer Interaction  
CSCI 400: Senior Seminar  
CSCI 493: Senior Project I (section 01 & 02)  
CSCI 610: Graduate Seminar I (graduate level)  
CSCI 611: Graduate Seminar II (graduate level)

#### Fall 2017

CSCI 400: Senior Seminar  
CSCI 494: Senior Project II  
CSCI 456: Advanced Database Applications (undergraduate level)  
CSCI 556: Advanced Database Applications (graduate level)  
CSCI 610: Graduate Seminar I (graduate level)  
CSCI 611: Graduate Seminar II (graduate level)  
CSCI 640: Special Topics in Computer Science - Research Methods in HCI (graduate level)  
CSCI 641: Special Topics in Computer Science - (Independent Study Project) (graduate level)

#### Spring 2017

CSCI 356: Database Systems  
CSCI 389: Human Computer Interaction  
CSCI 493: Senior Project I  
CSCI 640: Special Topics in Computer Science - Research Methods in HCI (graduate level)

#### Fall 2016

CSCI 494: Senior Project II  
CSCI 456: Advanced Database Applications (undergraduate level)  
CSCI 556: Advanced Database Applications (graduate level)  
CSCI 640: Special Topics in Computer Science - Research Methods in HCI (graduate level)

#### Spring 2016

CSCI 250/251: Introduction to Programming in Java II with Lab  
CSCI 356: Database Systems  
CSCI 493: Senior Project I

#### Fall 2015

CSCI 250/251: Introduction to Programming in Java II with Lab  
CSCI 392: Advanced Algorithms and Data Structures  
CSCI 456: Advanced Database Applications (undergraduate level)  
CSCI 556: Advanced Database Applications (graduate level)

#### Spring 2015

CSCI 150/151: Introduction to Programming in Java I with Lab  
CSCI 493: Senior Project I  
CSCI 101-1: Introduction to Computer Science Profession  
CSCI 101-2: Introduction to Computer Science Profession

#### Fall 2014

CSCI 250/251: Introduction to Programming II (in Java) with Lab  
CSCI 392: Advanced Algorithms and Data Structures  
CSCI 101-1: Introduction to Computer Science Profession  
CSCI 101-2: Introduction to Computer Science Profession

#### Spring 2014

CSCI 150/151: Introduction to Programming in Java I with Lab  
CSCI 387: Data Structures  
CSCI 101-1: Introduction to Computer Science Profession  
CSCI 101-2: Introduction to Computer Science Profession

Fall 2013

CSCI 250/251: Introduction to Programming in C++ II with Lab  
CSCI 392: Advanced Algorithms and Data Structures  
CSCI 456: Advanced Database Applications (undergraduate level)  
CSCI 556: Advanced Database Applications (graduate level)

## Publications

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### Dissertation

D1. **Lee, J.S.** (May 2013)  
**Micro-coordination: Looking into the details of face-to-face coordination,**  
Ph.D. Dissertation, Virginia Tech, Blacksburg, VA, USA

### Book Chapter

B2. Yglesias, S., Tatar, D., Harrison, S. and **Lee, J.** Balancing Behaviors: A design phenomenology for couples argumentation via different media. In (S. Tettagh, Ed.) Emotions and Technology. Amsterdam: Elsevier.

B1. Tatar, D., Lin, S. and **Lee, J.S., Playground Games and the Dissemination of Control in Computing and Learning.** In (DiGiano, C., Goldman, S. & Chorost, M., Eds.) Educating Learning Technology Designers. Mahwah, New Jersey: Lawrence Erlbaum Associates.

### Journal

J1. **Lee, J.S.,** Damevski, K. and Chen, H. (2016) **Exploring Computer Science Students' Learning of Sensor-Driven Mobile App Design: A Case Study,** International Journal of Teaching and Case Studies (IJTCS)

### Conference Proceedings

C21. Ponticiello M., Simmons M., **Lee J.S.** (2021) **The Effects of the Sudden Switch to Remote Learning Due to Covid-19 on HBCU Students and Faculty** In: Zaphiris P., Ioannou A. (eds) Learning and Collaboration Technologies: New Challenges and Learning Experiences. HCII 2021. Lecture Notes in Computer Science, vol 12784. Springer, Cham.

C20. Darrin Gladman, Jehu Osegbe, Wookjin Choi, and **Joon Suk Lee** (2020) **Automatic motion tracking system for analysis of insect behavior**, Proc. SPIE 11510, Applications of Digital Image Processing XLIII, 115102W (21 August 2020); <https://doi.org/10.1117/12.2568804>

C19. Simmons M., **Lee J.S.** (2020) **Catfishing: A Look into Online Dating and Impersonation.** In: Meiselwitz G. (eds) Social Computing and Social Media. Design, Ethics, User Behavior, and Social Network Analysis. HCII 2020. Lecture Notes in Computer Science, vol 12194. Springer, Cham.

C18. Cowart G., Williamson D., Farhat N., **Lee J.S.** (2019) **Do Humans STILL Have a Monopoly on Creativity or Is Creativity Overtaxed?** In: Kurosu M. (eds) Human-Computer Interaction. Perspectives on Design. HCII 2019. Lecture Notes in Computer Science, vol 11566. Springer, Cham [**Best Paper Award for the Human-Computer Interaction Thematic Area**]

C17. Clark K., Donzo L., and **Lee J.S.** (2018) **Competitively Versus Cooperatively? An Analysis of the Effect of Gameplay on Human Emotions and Behaviors.** In: Kurosu M. (eds) Human-Computer Interaction. Interaction Technologies. HCII 2018. Lecture Notes in Computer Science, vol 10903. Springer, Cham

C16. **Lee J.S.,** Dickey-Kurdziolek M., and Branham S. (2018) **A Design Provocation for Humble Designers and Empowered Users.** In: Marcus A., Wang W. (eds) Design, User Experience, and Usability: Designing Interactions. DUXU 2018. Lecture Notes in Computer Science, vol 10919. Springer, Cham

C15. **Lee J.S.** (2017) **Processless Design Extended.** In: Marcus A., Wang W. (eds) Design, User Experience, and Usability: Theory, Methodology, and Management. DUXU 2017. Lecture Notes in Computer Science, vol 10288. Springer, Cham

C14. **Lee, J.S.,** Yang, S.W., Munson, A., and Donzo L. (2017) **What People Do on Yik Yak: Analyzing Anonymous Microblogging User Behaviors** In: Meiselwitz G. (eds) Social Computing and Social Media. Applications and Analytics. SCSM 2017. Lecture Notes in Computer Science, vol 10283. Springer, Cham

- C13. **Lee, J.S.**, Tatar, D. **Sounds of Silence: Exploring Contributions to Conversations, Non-Responses and the Impact of Mediating Technologies in Triple Space**, In Proceedings of the Conference on Computer Supported Cooperative Work (CSCW), 2014, Baltimore, Maryland, USA **[ACM]**
- C12. **Lee, J.S.**, Tatar, D. **Impact of Mediating Technologies on Talk and Emotion: Questioning "Commonsense"**, In Proceedings of the Conference on Collaborative Computing: Networking, Applications and Worksharing (CollaborateCOM), 2013, Austin, Texas, USA [25% Acceptance Rate] **[IEEE]**
- C11. **Lee, J.S.** and Tatar, D. **Contributions to Conversations: Extended to Triads in Triple-Space**, Twenty-third Annual Meeting of the Society for Text and Discourse (ST&D), 2013, Valencia, Spain
- C10. **Lee, J.S.**, **Triple Space: Technology Mediated Triadic Interaction**, In Proceedings of US-Korea Conference on Science, Technology, and Entrepreneurship (UKC) 2013, New York/New Jersey, USA
- C09. **Lee, J.S.**, Tatar, D. **Form Factor Matters**, In Proceedings of the Conference on Computer Supported Cooperative Work (CSCW), 2013, San Antonio, Texas, USA **[ACM]**
- C08. **Lee, J.S.**, Tatar, D., and Pedersen, E. **Time, Topic and Trawl: Stories About How We Reach Our Past**, In Proceedings of the Conference on the Design of Interactive Systems (DIS), 2012, Newcastle, UK [20% Acceptance Rate] **[ACM]**
- C07. **Lee, J.S.**, Branham, S., Tatar, D., and Harrison, S. **Processlessness: Staying Open to Interactional Possibilities**, In Proceedings of the Conference on the Design of Interactive Systems (DIS), 2012, Newcastle, UK [20% Acceptance Rate] **[ACM]**
- C06. **Lee, J.S.** Tatar, D., and Harrison, S. **Micro-coordination: because we did not already learn everything we need to know about working with others in kindergarten**, In Proceedings of the Conference on Computer Supported Cooperative Work (CSCW), 2012, Seattle, WA, USA **[ACM]**
- C05. **Lee, J.S.** and Tatar, D. **"Good Enough" Pointing in Pervasive Computing**, In Proceedings of the Conference on the Collaboration Technologies and Systems, CHCI&ID, 2012, Denver, Colorado, USA **[IEEE]**
- C04. Kurdziolek, M., Branham, S. and **Lee, J.S.**, **What does it mean to design a nudge?**, Proceedings of the Conference on Gender, Bodies, and Technology (GBT), 2012, Roanoke, VA, USA
- C03. **Lee, J.S.**, **Combining Context-Free and Context-Specific Pointing**, In Proceedings of US-Korea Conference on Science, Technology, and Entrepreneurship (UKC) 2011, Park City, Utah, USA.
- C02. **Lee, J.S.**, **The Nature of Coordination in a Co-dependent Situation: Activism, Participatory Decision-making, and Technological Citizenship in the Small**, Proceedings of the Conference on Gender, Bodies, and Technology (GBT), 2010, Roanoke, VA, USA
- C01. Tatar, D., **Lee, J.S.** and Alaloula **Playground Games: A design strategy for supporting and understanding coordinated activity**, In Proceedings of the Conference on the Design of Interactive Systems (DIS 2008), Capetown, South Africa [33% Acceptance Rate] **[ACM]**

#### Workshop & Poster

- W4. Jose Diaz, Michael Toliver, Charles Taylor, Richard Blanchette, **Joon Suk Lee** and Wookjin Choi (2022) **A robust action recognition using 3D scene and multiview RGB-D cameras for safe human-robot interaction in mixed reality** (in-print), Proc. SPIE 12019, AI and Optical Data Sciences III (24 - 26 January 2022)
- W3. Huston E.K., and **Lee J.S.** (2018) Effects of Video Games on HBCU Students. In: Stephanidis C. (eds) HCI International 2018 – Posters' Extended Abstracts. HCI 2018. Communications in Computer and Information Science, vol 852. Springer, Cham
- W2. **Lee, J.S.**, Tatar, D. and Harrison, S. **Triple Space Framework: Investigatory Framework for F2F Interactions**, CSCW 2015 Workshop on Supporting "Local Remote" Collaboration, In Proceedings of the Conference on Computer Supported Collaborative Work (CSCW), 2015, Vancouver, Canada
- W1. Janelle Williams, and **Lee, J.S.** **The Effects of Mind Reading, Task Type, and Materiality of Mediating Technology Upon Group Interactions**, Capital Region Celebration of Women in Computing (CAPWIC) 2015, Virginia, USA **[2nd Place in the Graduate Poster Contest]**

Other

01. **Lee, J.S., Micro-Coordination: Triple Space Offline Social Interactions**, HCIC 2012 Boaster Paper, Pacific Grove, CA, USA

## Thesis Advising

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September 2021 ~ (scheduled to graduate in July 2022)

**Denise Daniels (Master's Thesis)**

January 2021 ~ (scheduled to graduate in December 2021)

**Jose Diaz (Master's Thesis)**

\* Publication: Jose Diaz, Michael Toliver, Charles Taylor, Richard Blanchette, Joon Suk Lee and Wookjin Choi (2022) A robust action recognition using 3D scene and multiview RGB-D cameras for safe human-robot interaction in mixed reality (in-print), Proc. SPIE 12019, AI and Optical Data Sciences III (24 - 26 January 2022)

September 2020 ~ August 2021

**Mariele Ponticiello, M.S. (Master's Thesis)**

\* Publication: Ponticiello M., Simmons M., Lee J.S. (2021) The Effects of the Sudden Switch to Remote Learning Due to Covid-19 on HBCU Students and Faculty In: Zaphiris P., Ioannou A. (eds) Learning and Collaboration Technologies: New Challenges and Learning Experiences. HCII 2021. Lecture Notes in Computer Science, vol 12784. Springer, Cham

September 2019 ~ August 2020

**Mariah Simmons, M.S. (Master's Thesis) / Dominion Energy**

\* Publication: Simmons M., Lee J.S. (2020) Catfishing: A Look into Online Dating and Impersonation. In: Meiselwitz G. (eds) Social Computing and Social Media. Design, Ethics, User Behavior, and Social Network Analysis. HCII 2020. Lecture Notes in Computer Science, vol 12194. Springer, Cham. [https://doi.org/10.1007/978-3-030-49570-1\\_24](https://doi.org/10.1007/978-3-030-49570-1_24)

September 2019 ~ August 2020

**Jordanne Davenport, M.S. (Master's Thesis) / North Carolina A&T**

September 2018 ~ August 2019

**Gregory Cowart, M.S. (Master's Thesis) / Oracle**

\* Publication: Cowart G., Williamson D., Farhat N., Lee J.S. (2019) Do Humans STILL Have a Monopoly on Creativity or Is Creativity Overrated? In: Kurosu M. (eds) Human-Computer Interaction. Perspectives on Design. HCII 2019. Lecture Notes in Computer Science, vol 11566. Springer, Cham [Best Paper Award for the Human-Computer Interaction Thematic Area]

September 2016 ~ May 2018

**Kenneth Clark, M.S. (Master's Thesis) / Dahlgren Naval Base**

\* Publication: Clark K., Donzo L., and Lee J.S. (2018) Competitively Versus Cooperatively? An Analysis of the Effect of Gameplay on Human Emotions and Behaviors. In: Kurosu M. (eds) Human-Computer Interaction. Interaction Technologies. HCI 2018. Lecture Notes in Computer Science, vol 10903. Springer, Cham

September 2016 ~ May 2018

**Erick Huston, M.S. (Master's Thesis) / Dahlgren Naval Base**

\* Publication: Huston E.K., and Lee J.S. (2018) Effects of Video Games on HBCU Students. In: Stephanidis C. (eds) HCI International 2018 – Posters' Extended Abstracts. HCI 2018. Communications in Computer and Information Science, vol 852. Springer, Cham



## Grants

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### Co-PI

Title: Acquisition of a GPU-Accelerated Deep-Learning Research Cluster  
Grant #: W911NF-20-S-0010  
Agency: Department of Defense (DoD)  
Amount: \$599,244  
Award Date: 04.2021

Title: A Robust Human Action Recognition System using Multi-View Depth Videos for Safe and Reliable Human-Robot Interactions in a Mixed Reality Environment  
Agency: CCAM/VSU  
Amount: \$50,000  
Period: 2020.09 ~ 2021.08

## Exhibitions & Demos

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### March 2011

Tuple game demo sessions at the Department of Computer Science Open House, Virginia Tech

### February 2009

Tuple game demo sessions at Virginia Tech Kids' Tech University Event (Feb. 2, 2009)

### April 2007

Tuple game demo sessions at Virginia Tech Women in Computing Day Event (April. 13, 2007)

### 1999, 2000, 2001

Product Exhibition at SEMICON Singapore & SEMICON Korea

## Invited Talks & Presentations

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### T17. — 20 July 2018

#### **A Design Provocation for Humble Designers and Empowered Users**

Conference Presentation: HCII 2018, Las Vegas, NV, USA

### T16. — 09 August 2017

#### **HCI Research at VSU**

Invited Talk: Apple HBCU Summit 2017, Cupertino, CA, USA

### T15. — 13 July 2017

#### **Processless Design Extended**

Conference Presentation: HCII 2017, Vancouver, Canada

### T14. — 13 July 2017

#### **What People Do on Yik Yak: Analyzing Anonymous Microblogging User Behaviors**

Conference Presentation: HCII 2017, Vancouver, Canada

### T13. — 30 January 2015

#### **Triple Space Framework**

Invited Talk at New Jersey Institute of Technology, New Jersey, USA

### T12. — 19 February 2014

#### **Sounds of Silence: Exploring Contributions to Conversations, Non-Responses and the Impact of Mediating Technologies in Triple Space**

Conference Presentation: CSCW 2014, Baltimore, Maryland, USA

### T11. — 23 October 2013

#### **Impact of Mediating Technologies on Talk and Emotion: Questioning "Commonsense"**

Conference Presentation: CollaborateCOM 2013, Austin, Texas, USA

- T10. — 09 August 2013  
**Triple Space: Technology Mediated Triadic Interaction**  
 Conference Presentation: US-Korea Conference on Science, Technology, and Entrepreneurship (UKC) 2013, New York/ New Jersey, USA
- T09. — 17 July 2013  
**Contributions to Conversations: Extended to Triads in Triple-Space**  
 Conference Presentation: Annual Meeting of the Society for Text and Discourse (ST&D), 2013, Valencia, Spain
- T08. — 27 February 2013  
**Form Factor Matters: Isolation in Triple Space**  
 Conference Presentation: CSCW 2013, San Antonio, Texas, USA
- T07. — 13 June 2012  
**Time, Topic and Trawl: Stories About How We Reach Our Past**  
 Conference Presentation: DIS 2012, Newcastle, UK
- T06. — 13 June 2012  
**Processlessness: Staying Open to Interactional Possibilities**  
 Conference Presentation: DIS 2012, Newcastle, UK
- T05. — 23 May 2012  
**"Good Enough" pointing in pervasive computing**  
 Conference Presentation: CTS 2012, Denver, Colorado, USA
- T04. — 21 May 2012  
**Micro-Coordination: Let's Talk About Not-Talking**  
 Invited Talk at Colorado University, Boulder, Colorado, USA
- T03. — 28 April 2012  
**What does it mean to design a "nudge"?**  
 Conference Presentation: Gender, Bodies and Technology (GBT 2012), Roanoke, VA, USA  
 Co-Presented with *Meg Dickey-Kurdziolek* and *Stacy Branham*
- T02. — 14 February 2012  
**Let's Talk About Not-Talking**  
**Micro-coordination: Because We did not Already Learn Everything We Need to Know about Working with Others in Kindergarten**  
 Conference Presentation: CSCW 2012, Seattle, Washington, USA
- T01. — 24 April 2010  
**The Nature of Coordination in a Co-dependent Situation: Activism, Participatory Decision-making, and Technological Citizenship in the Small**  
 Conference Presentation: Gender, Bodies and Technology (GBT 2010), Roanoke, VA, USA

## Professional Activities

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### Volunteer Teacher

Teaching a robotics class at Grace and Hope Academy, Petersburg (2018.09 ~ 2019.08)

### Session Chair

International Conference on Social Computing and Social Media (2018, 2019)

### Associate Chair

ACM SIGCHI Conference on Designing Interactive Systems (DIS) 2016

### Reviewer

ACM SIGCHI Conference on Designing Interactive Systems (DIS) *Multiple Years*

ACM CHI Conference on Human Factors in Computing Systems (CHI) *Multiple Years*

International Conference on Interaction Design and Children (IDC) 2012, 2013

IEEE International Symposium on Multimedia 2015

Computer Supported Cooperative Work (CSCW), the Journal of Collaborative Computing and Work Practices 2014

### S.V.

ACM Conference on Human Factors in Computing Systems (CHI) 2010

#### Volunteer

Virginia Tech Woman in Computing Day Event 2007, 2009, 2012, 2013

#### Member

Association for Computing Machinery (ACM)  
Institute of Electrical and Electronics Engineers (IEEE)  
Society for Text & Discourse (ST&D)  
European Alliance for Innovation (EAI)  
Korean-American Scientists and Engineers Association (KSEA)  
Upsilon Pi Epsilon

## Skill Sets

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#### Computer Language

C/C++, Java, Python, R, Swift, Ruby on Rails, Prolog, Sed/Awk, Tcl/Tk, Lisp, ML, Basic, Pascal, Fortran

#### Tools

JMP, SPSS, Visual Studio, Xcode, Eclipse, Rational Rose, Borland Together, Photoshop, Final Cut Pro, AfterEffect

#### Research Method & Methodology

Ethnography, Ethnomethodology, Design Ethnography, Contextual Inquiry, Conversational Analysis, Behavioral Analysis, Qualitative Analysis, Quantitative Analysis, Semi-Structured Interview

#### Language

Korean, English